What Is Claimed Is:

1. A method of rendering a scene, the method comprising:

obtaining first information including a part of a MPEG-4 BIFS scene description stream and at least one coded MPEG-4 media stream;

decoding the first information using a BIFS scene decoder and one or more specific application decoders associated with the scene description;

obtaining second information including a second part of a BIFS scene description stream that contains a reference to an external application;

decoding the second information using the BIFS scene decoder and an external application decoder;

composing an integrated scene including one or more decoded MPEG-4 media objects and one or more external application objects specified in the decoded scene descriptions streams; and

rendering the composed integrated scene.

2. The method of claim 1, wherein the reference to an external application includes information corresponding to an ApplicationWindow node.

3. The method of claim 1, wherein the reference to an external application includes a coded representation of a Universal Resource Locator relating to a location where software for the external application decoder resides.

4. The method of claim 1, wherein the reference to an external application includes information identifying a location for an application window within the scene.

5. The method of claim 4, wherein the reference to an external application includes information identifying dimensions of the application window.

6. The method of claim 1, wherein the reference to an external application includes a start time and a stop time, and wherein the method includes starting the external application decoder at the start time and stopping the external application decoder at the stop time.

7. The method of claim 1, wherein the reference to an external application includes description information, and wherein the method includes displaying a prompt in the scene based on the description information.

8. The method of claim 1, wherein the reference to an external application includes application parameters, and wherein the method includes passing the application parameters to the external application decoder.

9. The method of claim 1, wherein the method further comprises:

receiving information signaling that the external application decoder should run in the background; and

signaling the external application decoder to relinquish an application window and continue to run.

10. A system for rendering a scene, the system comprising:

a processor unit;

a memory device coupled to the processor unit;

logic coupled to the processor unit that includes logic to:

obtain information including a part of a MPEG-4 BIFS scene description stream, at least one coded MPEG-4 media stream, and a reference to an external application;

decode said information obtained;

compose an integrated scene including one or more decoded MPEG-4 media objects and one or more external application objects specified in the decoded information; and

render the composed integrated scene.

11. The system of claim 10, wherein reference to an external application includes information corresponding to an ApplicationWindow node.

12. The system of claim 10, wherein the logic to decode information comprises instructions stored on the memory device.

13. The system of claim 10, wherein the processor unit is an application specific integrated circuit.

14. The system of claim 10, wherein the system further includes a network interface, and wherein the application is a web browser.

15. An article of manufacture comprising a computer-readable medium having stored thereon instructions adapted to be executed by a processor, the instructions which, when executed, cause the processor to:

obtain information including a part of a MPEG-4 BIFS scene description stream, at least one coded MPEG-4 media stream, and a reference to an external application;

decode said information obtained;

compose an integrated scene including one or more decoded MPEG-4 media objects and one or more external application objects specified in the decoded information; and

render the composed integrated scene.

16. The article of manufacture of claim 15, wherein the reference to an external application includes information corresponding to an ApplicationWindow node.

17. The article of manufacture of claim 15, wherein the reference to an external application includes a coded representation of a Universal Resource Locator relating to a location where software for the external application resides.

18. The article of manufacture of claim 15, wherein the reference to an external application integration includes a start time and a stop time, and wherein the instructions stored on the computer-readable medium further include instructions adapted to be executed by the processor to start the external application at the start time and stop the external application at the stop time.

19. The article of manufacture of claim 18, wherein the reference to an external application includes description information, and wherein the instructions stored on the computer-readable medium further include instructions adapted to be executed the processor to display a prompt in the scene based on the description information.

20. A method of rendering a scene, the method comprising:

obtaining first information including a part of a MPEG-4 BIFS scene description stream and at least one coded MPEG-4 media stream;

decoding the first information using a BIFS scene decoder and one or more specific application decoders associated with the scene description;

composing and rendering a scene including one or more decoded MPEG-4 media objects specified in the decoded scene descriptions streams;

detecting user interaction with the scene requesting activation of an external application;

obtaining second information including a second part of a BIFS scene description stream that contains a reference to the external application;

decoding the second information using the BIFS scene decoder and an external application decoder;

re-composing the scene by integrating a sub-scene specified by the decoded second information into the scene; and

rendering the re-composed scene.

21. The method of claim 20, wherein the reference to an external application includes information corresponding to an ApplicationWindow node.

22. The method of claim 21, wherein the information corresponding to an ApplicationWindow node includes information identifying a location for an application window within the scene.

23. The method of claim 22, wherein the information corresponding to an ApplicationWindow node includes information identifying dimensions of an application window.

24. The method of claim 23, wherein the information corresponding to an ApplicationWindow node includes a start time and a stop time, and wherein the method includes starting the external application at the start time and stopping the external application at the stop time.

25. The method of claim 23, wherein the information corresponding to an ApplicationWindow node includes description information, and wherein the method includes displaying a prompt in the scene based on the description information.

26. The method of claim 23, wherein the information corresponding to an ApplicationWindow node includes application parameters, and wherein the method includes passing the application parameters to the external application.

27. The method of claim 23, wherein the method further comprises:

receiving information signaling that the external application should run in the background; and

signaling the external application to relinquish an application window and continue to run.